KariAnn Harjo

ITSE 1450

Module 6 Discussion 4

In a bowling alley's league management system, "League Bowlers" would be an entity with various states reflecting the bowlers' engagement levels. Initially, a bowler might be considered "Prospective," indicating interest without commitment. Upon registering, they transition to the "Registered" state, becoming an official part of the league. Participation in games marks the progression to an "Active" status. However, should complications arise, such as non-compliance with league rules or payment issues, a bowler could be relegated to a "Suspended" state, a temporary holding pattern until issues are resolved. A bowler who takes a break but intends to return would be marked as "Inactive," still part of the league's roster but not currently playing. Ultimately, a bowler who decides to leave the league would be designated as "Exited."

If a bowler in an "Exited" state chooses to rejoin in a subsequent season, the system must account for this transition. This could involve reactivating their previous membership, essentially moving their status from "Exited" back through "Prospective" to "Registered," as they re-enter the league's fold. Alternatively, if the system preserves historical data, a new bowler record may be created for their return, starting afresh with a "Prospective" or "Registered" status, while the original record remains archived with the "Exited" status intact. This approach ensures that the bowler's league history is preserved and that the current engagement is accurately reflected. The system's state transition diagram would visually map these states and transitions, serving as a blueprint for the software's workflow in handling league bowler statuses.